NIGHT VISION GOGGLES TRAINING SYSTEM

ABSTRACT OF DISCLOSURE

5   **[021]**   A training system and method for use of simulated night vision goggles (NVG) which provides the full dynamic range of NVG simulation including low intensity, medium intensity and high intensity irradiance images of night-time terrain. Each of three 12-bit video signals are allocated to a preselected portion or all of the total irradiance range representing scene
10   elements corresponding to low, medium and high light intensity and a video camera scans and converts the resultant generated image to preserve its resolution and dynamic range. The image is viewable in the simulated goggles.